Read the poem "My Grandma Said" before answering Numbers 31 through 35.

My Grandma Said

My Grandma is wise
With sparkly brown eyes,
And she told me this,
“Hurt no living thing,
My dear little miss.”

Let the beautiful butterfly fly.
Let the wild cat cry.
Let the baby chick cheep.
Let the stinky bug creep.
Hurt no living thing.

Pick no pretty wildflower;
Let it grow and tower
Over other tiny plants.
Cut no vine or rose,
For each one grows
In its dark, warm home of dirt.

Each animal and plant that is green
Should be left to be seen
By others who will delight
In their animal ways,
In their green plant sways,
In all of their beauty so bright.

They are beautiful, like us.
And so we must
Never hurt any living thing.
Now answer Numbers 31 through 35. Base your answers on the poem "My Grandma Said."

31. According to the poem, why should wildflowers NOT be picked?
   - (a) so people can enjoy looking at them
   - (b) so they will not spread
   - (c) so their green plants can sway
   - (d) so they can be food for animals

32. Who is the narrator in this poem?
   - (a) a plant
   - (b) Grandma
   - (c) a butterfly
   - (d) a granddaughter

33. Read this line from the poem.
   
   Let the wild cat cry.

   Now complete the analogy below. Base your answer on what the word cheep means.

   Wild cat is to cry as ________ is to cheep.

   Which word BEST completes the analogy?
   - (a) butterfly
   - (b) baby chick
   - (c) stinky bug
   - (d) pretty wildflower
34 Read these lines from the poem.

Each animal and plant that is green
Should be left to be seen
By others who will delight
In their animal ways,

What does the word *delight* mean in the line above?

- [F] enjoy
- [G] forget
- [H] live
- [I] need

35 Which BEST describes the author’s purpose in writing this poem?

- [A] to express an idea about how to treat living things
- [B] to entertain the reader with a funny story about nature
- [C] to convince the reader to get outdoors and enjoy nature
- [D] to inform the reader about how plants and animals grow
Felicia wrote this story about playing a word game with her friends. Read her story and think about the changes she should make.

The Word Game

(1) Last week, Allie, Jan, Meena, and I played a word game.
(2) We used small letter tiles to make words in crossword patterns.
(3) For each word, we added up the points for each letter to figure out the word’s score. (4) Once we had used up all of our letters, the game was over.
(5) I played with Jan on one team against Allie and Meena on another. (6) After a few rounds, the two teams was tied. (7) Then, on Meena’s turn, she spelled the word triplop.
(8) “If triplop is really a word, what does it mean?” I asked.
(9) “It means to gallop and trip at the same time,” Meena answered weak.
(10) “You can’t gallop and trip!” I said, giggling.
(11) Jan searched the dictionary for the word and finally announced, “Triplop is not in the dictionary!” (12) We all laughed, including Meena. (13) Near the end of the game, Meena tryed to use the word qwerty to win the game.
(14) “That’s the sillier made-up word you’ve ever played!” Jan said. (15) Meena just smiled and handed Jan the dictionary. (16) When Jan found the word, everyone except Meena was surprised. (17) With the points from qwerty, Allie and Meena won the game.

Now answer Numbers 1 through 5. Base your answers on the changes Felicia should make.

1 Which sentence could BEST follow and support sentence 4?
   A Jan lives down the street from Meena.
   B The letters have points that go with them.
   C My friends and I like to ride bicycles together.
   D The team with the highest score would win the game.

2 What change should be made in sentence 6?
   F change rounds to rownds
   G change teams to team
   H change was to were
   I change tied to tyed

3 What change should be made in sentence 9?
   A change It to she
   B change and to a comma
   C change answered to answer
   D change weak to weakly
4. What change should be made in sentence 13?
   
   - change *Near* to *Neer*
   - change *of* to *on*
   - change *tryed* to *tried*
   - change the period to a question mark

5. What change should be made in sentence 14?
   
   - change *That's* to *Thats'*
   - change *sillier* to *silliest*
   - change *you've* to *you've*
   - remove the quotation mark after *played*